moreViz Passthrough

Create tangible visions.

more3D

Solution Partner
PLM
SIEMENS

Activate Meta Quest's Passthrough mode in moreViz

This quick guide shows the necessary configuration steps to Activate Meta Quest's Passthrough mode in moreViz.

This guide assumes that the following configuration steps are completed:
- Nvidia Quadro Configuration
- Dual / Multi GPU Configuration
- Host Application setup (Application Enabler)
- Output device configuration
- moreViz is working on your computer with your Meta Quest HMD and your target app.

To enable passthrough in your Meta Quest device the following steps are necessary
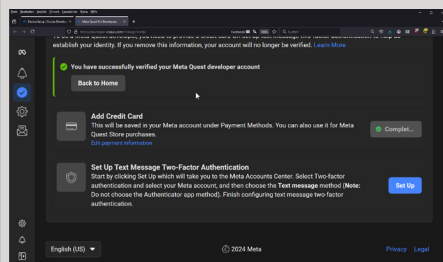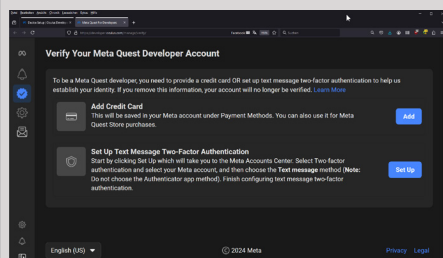1. Upgrade your Meta Quest account to Developer status
2. Enable the "Runtime Developer Options" in Meta Quest Link desktop app and enable the "Passthrough over Meta Quest Link"
3. Configure for OpenXR output in moreViz
4. Activate the Passthrough mode in the moreViz Client

1. Upgrade your Meta Quest account to Developer status.
Access:
https://developer.oculus.com/manage/verify/
You will either need to provide credit card information or receive an SMS (2FA) to prove you're legitimate.
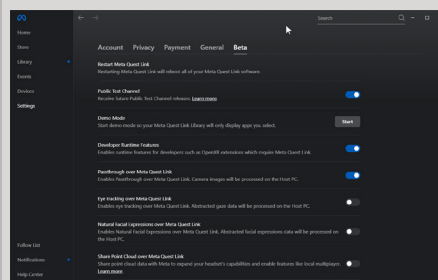
With over 15 years of experience, more3D provides superior stereoscopic and virtual reality software and solutions to clients in industry, trade and media.
We create solutions for 3D VR CAVE, 3D projection, 3D monitors, 3D TVs, 3D HMDs.
Inspire your customers and colleagues with 3D VR visualisation and its sustainable benefits.
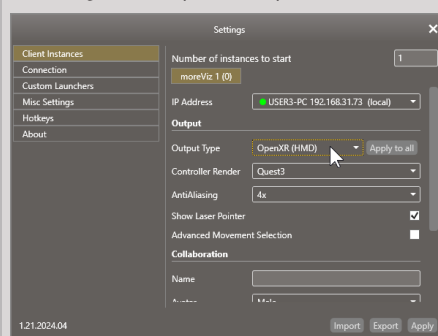
Create an Organization
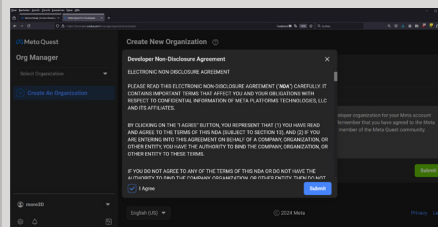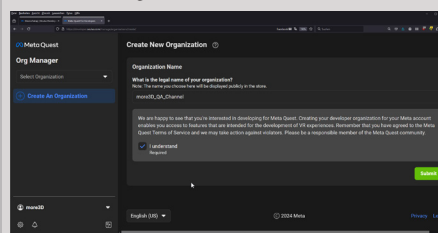
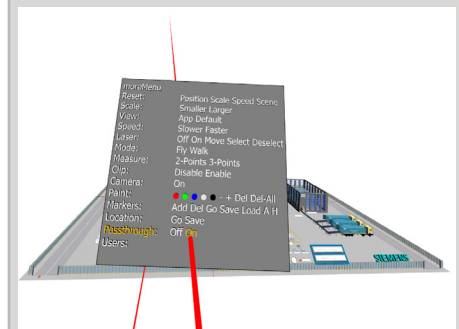Restart the Meta Quest Link software on your computer.

2. Enable the "Runtime Developer Options" in Meta Quest Link desktop app and enable the "Passthrough over Meta Quest Link"
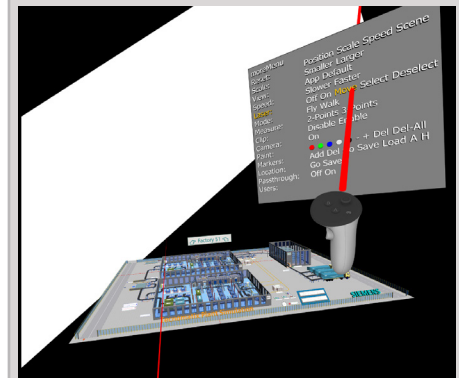

3. Configure for OpenXR output in moreViz

1.21.2024.04

4. Activate the Passthrough mode in the moreViz Client.

Optional: For some applications it is necessary to remove the background manually, as the application might render a polygon for the background. You can do so with laser:move in moreViz'es in-VR, or check the application's settings.

Hint: Press CTRL + NUM1 if encountering bent lines, visual artifacts.